REMARKS:

Examiner Liu is thanked for the courtesy of a telephone interview on June 14, 2005, at which time the differences between the present invention and the cited reference, U.S. Patent No. 5,798,752 to Buxton et al. ("Buxton"), were discussed. Although no agreement was reached, the Examiner suggested providing clarification as to how the first and second input devices complement each other. Accordingly, Applicant has amended claims 1, 24 and 30 in clarification. No new matter has been added. Reconsideration of the application in amended form is requested in light of the remarks herein.

Claims 1-30 were rejected as being anticipated by Buxton. The user interface disclosed by Buxton includes a visual depiction of a set of controllers, such as tool palettes. The user specifies operations to the program by interacting with the tools and the visible representation using a set of input devices. The user moves the tools (i.e. the set of controllers) with the input controlled by the non-dominant hand, and then operates on the visible representation with the other dominant hand. See column 4, lines 47-61. In other words, the user controls movement of the tools with the non-dominant hand, but selects or activates a particular command within the tools using the other dominant hand. "The non-dominant hand is responsible only for coarse positioning; fine positioning is done with the hand that holds the mouse [i.e. the input device controlled by the dominant hand]". See column 12, lines 7-9.

In other words, the display state of the processing object area is not changed in response to an operation of the input device controlled by the non-dominant hand, as claimed by Applicant. Rather, Buxton provides that the tools are "movable with the non-

10

dominant hand, and so can be brought into the work area and then moved away without distracting the user from the main task at hand." See column 12, lines 65-67. However, in order to actually 'instruct a change in the display state', the user must use the dominant hand input device.

In order to more easily explain the invention, Buxton provides some analogies:

> The flavor of this technique can be garnered by analogy with a few common tasks. A painter is in front of a canvas with a brush in the dominant hand. Rather than set the palette on a table and move the brush back-and-forth between it and the canvas, the palette is held in the non-dominant hand. When paint is needed, the palette is brought within range, then moved out of the way. An engineer is drafting a circuit diagram. The dominant hand holds a pencil and the non-dominant hand holds a template of electrical symbols. The template is positioned over the paper and the pencil traces the intended symbol at that position.

See column 6, lines 7-16. Thus, the painter may move the palette with his or her non-dominant hand, but the actually brush stroke is only accomplished with the brush, which is controlled by the dominant hand.
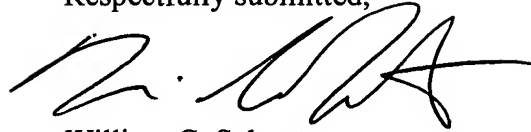
Similarly, the non-dominant hand in Buxton (or second input device) does not affect a change in the display state. Rather, the non-dominant hand only moves the tools into position. The dominant hand then activates a particular command from the tools. This interpretation of Buxton's interface technique is confirmed by examining the examples disclosed therein. For example, a tool palette having a circle may be moved into a position overlaying an object such as a rectangle. Once roughly in position, the dominant hand moves the cursor for 'fine positioning' and 'clicks' on the circle, thereby utilizing the circle command by operation of the dominant hand. See Figure 4, and column 13, lines 43-57.

With respect to moving the tools, "there are two equivalent ways for the user to position a sheet of the overlay [i.e. tools moved by the non-dominant hand] over an application. The scene can remain fixed while the user moves the overlay over the scene or the overlay can remain fixed while the user moves the scene under the overlay." See column 24, lines 44-50. In either case, the second input and/or input controlled by the non-dominant hand does not "instruct a change in the display state" by operation of the second input and/or non-dominant hand input device, as claimed by Applicant.

Applicant has amended claims 1, 24 and 30 in clarification. Specifically, all independent claims (including claims 16 and 23) provide for first and second input devices, wherein the first input device specifies a position on a display screen and executed an application program for displaying a processing object area of the application program on the display screen. An instruction set instructs a change in a display state of the processing object area on the display screen in response to an operation of the second input device. As noted above, Buxton fails to disclose or suggest such a system, given the non-dominant hand (i.e. the second input device) does not cause a change in the display state via a second input device as in the claimed invention.

In light of the remarks herein, as well as those discussed during the telephone interview, Applicant submits that all claims are now in condition for allowance, and earnestly solicits same. It is believed that no fee is due for this submission. Should that determination be incorrect, then please debit Account No. 50-0548 and notify the undersigned.

Respectfully submitted,

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